| Narges Goshayeshisafa |

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SUMMARY

I am a Creative and analytical Designer with a background in Computer Science and Engineering. My background gives me an edge to innovate effectively while ensuring practicality and efficiency. My greatest skill is my ability to **learn and adapt**. I am detail-oriented and a team-player, believing that innovation comes from being curious about different perspectives.

EXPERIENCE

UI/UX Developer
MSI Surfaces . July 2024 – Present
North America's leading distributor of surfacing products

- Leading the UI/UX redesign of three interconnected products used by 300+ employees, aligning with the new ERP system and design standards to increase operational efficiency and user satisfaction.
- Delivering high-fidelity prototypes and detailed specs, improving implementation speed and design clarity.
- Accelerating XD to Figma migration by first building a design system in Figma, then adopting and integrating the PrimeNG component library to streamline cross-team collaboration.
- Customizing the PrimeNG component library to align with company branding and design themes, enabling rapid UI prototyping and consistent component usage across applications.
- Conducting user research to identify user needs and inform designs for more user-friendly experiences.

Product Design Intern
Apixio . August 2023 – December 2023
Healthcare AI company transforming medical data into actionable insights

- Designed a role-based user management system impacting users across all 5 Apixio applications, improving access control and security.
- Partnered closely with engineers and project managers to define scalable, human-centered solutions for sensitive healthcare workflows.

Graduate Research Assistant / Co-Manager
Immersive Design Research Lab (IDRL) . April 2022 – May 2023
Interdisciplinary Lab at Cal State Long Beach

- Co-led CITE, a creative education initiative expanding access to digital tools and credential-based learning.
- Directed a collaborative study with Adobe and the Human Experience Design Master's Program (8 students, 400+ media uploads), examining Frame.io's integration in cross-disciplinary workflows.
- Produced a digital lab impact booklet that boosted outreach and secured external partnership interest.

SKILLS

Design & Research - Human-Centered Design · Design Systems · UX Strategy · Prototyping · Accessibility · Design Thinking · Usability Testing · Storytelling . Responsive Design . Wireframing
Tools - Figma · Miro · Adobe Creative Suite · Rhino-Grasshopper
Technical - Python · C++ · HTML/CSS

EDUCATION

California State University Long Beach
Aug 2021 – Jul 2023
MA in Human Experience Design Interactions
GPA: 4.0

University of California Irvine
Sep 2017 – Jun 2020
BS in Computer Science and Engineering
GPA: 3.5